

DUNGEONS & DRAGONS

Character Sheet

Player Name/RPGA

1

Level

Abraxus

Good male Dragonborn Warlord (Marshal)

0

Total XP

1000

Defenses

| | | | |
|-----------|-----------|-----------|-----------|
| 19 | 15 | 13 | 14 |
| AC | FORT | REF | WILL |

Conditional Bonuses

Action Points

| Action Points | Milestones | Action Points |
|----------------------|------------|---------------|
| <input type="text"/> | 0 | 1 |
| | 1 | 2 |
| | 2 | 3 |

Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Second Wind (one per encounter)

☐ Used

Effect: You spend a healing surge and regain hit points equal to your surge value. You gain a +2 bonus to all defenses until the start of your next turn.

Death Saving Throw Failures

☐ ☐ ☐

Saving Throw Mods

0

Resistances/Vulnerabilities

Current Conditions and Effects

Basic Attacks

Melee

Longsword

7

Strength vs. AC

1d8+4

Damage

Ranged

Unarmed

1

Dexterity vs. AC

1d4+1

Damage

Languages

Common, Draconic



Abilities

| | | Check |
|-----|--------------|-------|
| STR | Strength | 18 4 |
| CON | Constitution | 12 1 |
| DEX | Dexterity | 12 1 |
| INT | Intelligence | 10 0 |
| WIS | Wisdom | 10 0 |
| CHA | Charisma | 17 3 |

Skills

| | | |
|---------------|--------------|------|
| Acrobatics | Dexterity | -2 |
| Arcana | Intelligence | 0 |
| Athletics | Strength | ✓ 6 |
| Bluff | Charisma | 3 |
| Diplomacy | Charisma | ✓ 8 |
| Dungeoneering | Wisdom | 0 |
| Endurance | Constitution | -2 |
| Heal | Wisdom | 0 |
| History | Intelligence | ✓ 7 |
| Insight | Wisdom | 0 |
| Intimidate | Charisma | ✓ 10 |
| Nature | Wisdom | 0 |
| Perception | Wisdom | 0 |
| Religion | Intelligence | 0 |
| Stealth | Dexterity | -2 |
| Streetwise | Charisma | 3 |
| Thievery | Dexterity | -2 |

Hit Points

Max HP
(Bloodied 12) **24**

Temp HP

Current Hit Points

Healing Surges

Surge Value

7

Surges/Day

8

Current Conditions:

Combat Statistics and Senses

Initiative

1

Conditional Modifiers:

Speed

5

Passive Insight

10

Passive Perception

10

Special Senses: Normal



Abraxus

Player Name

Character Name

Character Details

Background

Theme

Animal Master

Mannerisms and Appearance

Personality Traits

Adventuring Company

Companions and Allies

Session and Campaign Notes

Other Notes

Equipment

Head

Neck

Arms

Hands

Rings

Rings

Off Hand

Heavy Shield

Main Hand

Longsword

Waist

Armor

Magic Chainmail +1

Tattoo

Feet

Ki Focus

Other Equipment

Adventurer's Kit
Chain (10 ft.) (2)

Total Weight (lbs.)

97

Carrying Capacity (lbs.)

Treasure

2 pp; 60 gp
0 gp banked

Normal

180

Heavy

360

Max

900

Abraxus

Player Name

Character Name



Racial Features

Draconic Heritage

Add + [Con mod] to healing surge value

Dragon Breath

Use dragon breath as an encounter power.

Dragon Breath Fire

Dragon Breath deals fire damage

Dragon Breath Strength

Use STR for Dragon Breath

Dragonborn Fury

+1 to attacks while bloodied.

Dragonborn Racial Power

Gain a dragonborn racial power.

Class/Other Features

Animal Master Starting Feature

Gain the Distracting Attack encounter power. Choose an animal minion; it may take a move action when you do, and use a power only on your turn

Battlefront Leader

Bravura Presence

Ally who sees you who spends action point to take action and attacks can use this; on hit, ally can make basic attack or take move; on miss, ally grants combat advantage until end of next turn

Commanding Presence

Choose a Presence benefit; provides bonuses with certain powers.

Hawk

Gain a Hawk animal minion

Inspiring Word

Use inspiring word as an encounter (special) power, minor action.

Feats

Mark of Healing

Grant saving throw to ally you heal, perform restoration rituals

Abraxus

Level 1 Dragonborn Warlord (Marshal)

HP

24

Spd

5

Init

+1

SCORE

ABILITY

MOD

18

STR

4

12

CON

1

12

DEX

1

10

INT

0

10

WIS

0

17

CHA

3

AC

19

Fort

15

Ref

13

Will

14

10

Passive Insight

10

Passive Perception

Skills

| | | |
|---------------|--------------|------|
| Acrobatics | Dexterity | -2 |
| Arcana | Intelligence | 0 |
| Athletics | Strength | • 6 |
| Bluff | Charisma | 3 |
| Diplomacy | Charisma | • 8 |
| Dungeoneering | Wisdom | 0 |
| Endurance | Constitution | -2 |
| Heal | Wisdom | 0 |
| History | Intelligence | • 7 |
| Insight | Wisdom | 0 |
| Intimidate | Charisma | • 10 |
| Nature | Wisdom | 0 |
| Perception | Wisdom | 0 |
| Religion | Intelligence | 0 |
| Stealth | Dexterity | -2 |
| Streetwise | Charisma | 3 |
| Thievery | Dexterity | -2 |

• indicates a trained skill.

Action Point

Base action points: 1

Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Encounter Special

Melee Basic Attack

At-Will ♦ Standard Action

Longsword: +7 vs. AC, 1d8+4 damage

Melee weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a melee weapon.

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+4) damage.

Level 21: 2[W] + Str modifier (+4) damage.

Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

Basic Attack

Ranged Basic Attack

At-Will ♦ Standard Action

Unarmed: +1 vs. AC, 1d4+1 damage

Ranged weapon **Target:** One creature

You resort to the simple attack you learned when you first picked up a ranged weapon.

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+1) damage.

Level 21: 2[W] + Dex modifier (+1) damage.

Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

Basic Attack

Brash Assault

At-Will ♦ Standard Action

Longsword: +7 vs. AC, 1d8+4 damage

Melee weapon **Target:** One creature

Your bold lunge leaves you open to an enemy's counterattack, but that's just what you want.

Keywords: Martial, Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+4) damage.

Effect: The target can make a melee basic attack against you as a free action and has combat advantage for the attack. If the target makes this attack, an ally of your choice within 5 squares of the target can make a basic attack against the target as a free action and has combat advantage for the attack.

Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

Warlord Attack 1

Direct the Strike

At-Will ♦ Standard Action

Ranged 5 **Target:** One ally

You direct an ally to attack as an enemy lowers its guard.

Keyword: Martial

Effect: The target makes a basic attack as a free action against an enemy of your choice that you can see and is within 10 squares of you.

Additional Effects

Warlord Attack 1

Distracting Attack

Encounter ♦ Minor Action

Close burst 5 **Target:** One enemy in the burst

At your command, your animal friend darts forward to bite, rake, or peck at your foe.

Keyword: Martial

Requirement: Your animal minion must be within 5 squares of you.

Effect: You gain combat advantage against the target until the end of your turn.

Additional Effects

Animal Master Attack

Used ☐

Vengeance is Mine

Encounter ♦ Immediate Reaction

Personal

You respond to an enemy's attack with a riposte, and you call for an ally to join you against the offender.

Keyword: Martial

Trigger: An enemy hits you

Effect: You make a basic attack against the triggering enemy, and one ally within 5 squares of you can move his or her speed and make a melee basic attack against the triggering enemy as a free action.

Additional Effects

Warlord Attack 1

Used ☐

Lamb to the Slaughter

Daily ♦ Standard Action

Longsword: +7 vs. Will

Melee 5

Target: One creature

The enemy succumbs to your challenge and engages you—only to find more opponents than it expected.

Keywords: Martial, Reliable, Weapon

Attack: Strength vs. Will

Hit: You pull the target 5 squares, and one, two, or three allies within 5 squares of you who have line of sight to you and can hear you can make charge attacks against the target as free actions.

Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

Warlord Attack 1

Used ☐

Inspiring Word

Encounter (Special) ♦ Minor Action

Unarmed:

Close burst 5 (10 at 11th level, 15 at 21st level)

Target: You or one ally in the burst

You call out to a wounded ally and offer inspiring words of courage and determination that invigorates your comrade.

Keywords: Healing, Martial

Effect: The target can spend a healing surge and regain 1d6 additional hit points.

Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter.

Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

Warlord Feature

Used ☐

Battlefront Shift

Encounter ♦ No Action

Close burst 3

Target: You or one ally in the burst

As combat breaks out, you give a quick call, urging an ally to move or spurring yourself to take action.

Keyword: Martial

Trigger: You roll initiative

Effect: The target shifts half his or her speed.

Additional Effects

Warlord Feature

Used ☐

Dragon Breath

Encounter ♦ Minor Action

Unarmed: +6 vs. Reflex, 1d6+1 damage

Close blast 3

Target: Each creature in the blast

As you open your mouth with a roar, the deadly power of your draconic kin blasts forth to engulf your foes.

Keyword: Varies

Attack: Strength, Constitution, or Dexterity vs. Reflex. You gain a +2 bonus to the attack roll.

Hit: 1d6 + Con modifier (+1) damage.

Special: When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. You also choose the power's damage type: acid, cold, fire, lightning, or poison. These two choices remain throughout your character's life and do not change the power's other effects.

Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

Dragonborn Racial Power

Used ☐

Magic Chainmail +1

Armor ♦ Level 1

Armor Bonus: 6

Check: -1

Speed: -1

Enhancement: +1 AC